

What is claimed is

1. A computer-readable data storage medium recording a video game program for controlling a battle between at least one player character and at least one enemy character on a screen, the program causing the computer to:

calculate data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

compare the data calculated for each character; and

determine an action sequence for the characters according to a result of the comparison.

2. The computer-readable data storage medium as described in claim 1, wherein the specific information includes information preset according to an action the player character is to perform.

3. The computer-readable data storage medium as described in claim 1, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current moment in the game.

4. The computer-readable data storage medium as described in claim 1, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

5. The computer-readable data storage medium as described in claim 1, further recording a program for displaying the determined action sequence of the characters on the screen.

6. The computer-readable data storage medium as described in claim 5, wherein the player characters and enemy characters are placed along an axis indicating the sequence of action when the action sequence is displayed on the screen.

7. The computer-readable data storage medium as described in claim 6, wherein, when the action sequence is displayed on the screen, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom can be changed in response to a player command to display the action sequence of actions after an n-th turn selected by the player to after a specific (n+N) turn therefrom.

8. The computer-readable data storage medium as described in claim 5, wherein when the action sequence is displayed on the screen the player characters and enemy characters are placed along an axis indicating the sequence of action, and the positions of the placed player characters and enemy characters are adjusted along a time axis,

the time axis intersecting the action sequence axis and indicating the timing of each action.

9. The computer-readable data storage medium as described in claim 7, wherein when changing the displayed action sequence, a control part name indicating a direction of change is placed to match the direction of change.

10. The computer-readable data storage medium as described in claim 5, wherein when the determined action sequence is displayed, a first marker is displayed at a next action opportunity of the character in the current action,

and a second marker is displayed at a next action opportunity of the enemy character being attacked by the player character.

11. A video game program for controlling a battle between a at least one player character and at least one enemy character on a screen, the program causing a computer to:

calculate data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

compare the data calculated for each character; and

determine an action sequence for the characters according to a result of the comparison.

12. The video game program as described in claim 11, wherein the specific information includes information preset according to an action the player character is to perform.

13. The video game program as described in claim 11, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

14. The video game program as described in claim 11, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

15. The video game program as described in claim 11, further recording a program for reporting the determined action sequence of the characters to a player on the screen.

16. The video game program as described in claim 15, wherein the action sequence from the character in the current action to the character acting after a specific turn therefrom is displayed in a specific window on the screen when the action sequence is reported.

17. The video game program as described in claim 16, wherein, when the action sequence is reported, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom can be changed in response to a player command to display the action sequence of actions after an n-th turn selected by the player to after a specific (n+N) turn therefrom.

18. A video game processing method for controlling a battle between at least one player character and at least one enemy character on a screen, the video game processing method comprising:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

determining an action sequence for the characters according to a result of the comparison.

19. The video game processing method as described in claim 18, wherein the specific information includes information preset according to an action the player character is to perform.

20. The video game processing method as described in claim 18, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

21. The video game processing method as described in claims 18, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

22. The video game processing method as described in claim 18, further comprising reporting the determined action sequence of the characters to a player on the screen.

23. The video game processing method as described in claim 22, wherein the reporting further comprises displaying the action sequence from the character in the current action to the character acting after a specific turn therefrom in a specific window on the a screen.

24. The video game processing method as described in claim 23, wherein, reporting the action sequence further comprises changing, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom in response to a player command to display the action sequence of actions after an n-th turn selected by the player to after a specific (n+N) turn therefrom.

25. A video game processing apparatus comprising:

a storage that stores a video game program controlling a battle between at least one player character and at least one enemy character on a screen;

a computer for running a program read from the storage; and

a display device disposed as an output for the computer; and

characterized by the computer running the program and executing:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

determining an action sequence for the characters according to a result of the comparison.

26. The video game processing apparatus as described in claim 25, wherein the specific information includes information preset according to an action the player character is to perform.

27. The video game processing apparatus as described in claim 25, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

28. The video game processing apparatus as described in claim 25, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

29. The video game processing apparatus as described in claim 25, further reporting the determined action sequence of the characters to a player on the screen.

30. The video game processing apparatus as described in claim 29, wherein the action sequence from the character in the current action to the character acting after a specific turn therefrom is displayed in a specific window on the display apparatus when the action sequence is reported.

31. The video game processing apparatus as described in claim 30, wherein, when the action sequence is reported, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom can be changed in response to a player command to display the action sequence of actions after an n-th turn selected by the player to after a specific (n+N) turn therefrom.

32. A computer-readable data storage medium recording a video game program enabling a plurality of players to participate over a network and controlling a battle between a plurality of player characters each controlled by a player and at least one enemy character, the program causing the computer to execute:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

determining an action sequence for the characters according to a result of the comparison.

33. The computer-readable data storage medium as described in claim 32, wherein the specific information includes information preset according to an action each of the player characters is to perform.

34. The computer-readable data storage medium as described in claim 32, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

35. The computer-readable data storage medium as described in claim 32, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

36. The computer-readable data storage medium as described in claim 32, further recording a program for reporting on a screen to each of the players the determined action sequence of the characters.

37. The computer-readable data storage medium as described in claim 36, wherein the action sequence from the character in the current action to the character acting after a specific turn therefrom is displayed in a specific window on the screen when the action sequence is reported.

38. The computer-readable data storage medium as described in claim 37, wherein, when the action sequence is displayed on screen, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom can be changed in response to commands from the players to display the action sequence of actions after an n-th turn selected by a player to after a specific (n+N) turn therefrom.

39. A video game program enabling a plurality of players to participate over a network and controlling a battle between the plurality of player characters each controlled by a player and at least one enemy character, the program causing the computer to execute:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

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determining an action sequence for the characters according to a result of the comparison.

40. The video game program as described in claim 39, wherein the specific information includes information preset according to an action each of the player characters is to perform.

41. The video game program as described in claim 39, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

42. The video game program as described in claim 41, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

43. The video game program as described in claim 39, further reporting on a screen to each of the players the determined action sequence of the characters.

44. The video game program as described in claim 43, wherein the reporting further comprises displaying the action sequence from the character in the current action to the character acting after a specific turn therefrom in a specific window on the screen.

45. The video game program as described in claim 44, wherein, the is displaying further comprises changing on screen, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom in response to commands from the players to display the action sequence of actions after an n-th turn selected by a player to after a specific (n+N) turn therefrom.

46. A video game processing method enabling a plurality of players to participate over a network and controlling a battle between the plurality of player characters each controlled by a player and at least one enemy character, the program causing the computer to execute:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

determining an action sequence for the characters according to a result of the comparison.

47. The video game processing method as described in claim 46, wherein the specific information includes information preset according to an action each of the player characters is to perform.

48. The video game processing method as described in claim 46, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

49. The video game processing method as described in claim 46, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

50. The video game processing method as described in claim 46, further comprising reporting on screen to each of the players the determined action sequence of the characters.

51. The video game processing method as described in claim 50, wherein the reporting further comprises displaying the action sequence from the

character in the current action to the character acting after a specific turn therefrom in a specific window on the screen.

52. The video game processing method as described in claim 51, wherein, the displaying further comprises changing, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom in response to commands from the players to display the action sequence of actions after an n-th turn selected by a player to after a specific (n+N) turn therefrom.

53. A video game processing apparatus comprising:

a storage that stores a video game program enabling a plurality of players to participate over a network and controlling a battle between the plurality of player characters each controlled by a player and at least one enemy character;

a computer for running a program read from the storage; and

a display device disposed as an output for the computer; and

characterized by the computer running the program and executing:

calculating data determining an action sequence for each character based on specific information about the character when the battle is begun, the specific information stored with a correlation to each of the characters;

comparing the data calculated for each character; and

determining an action sequence for the characters according to a result of the comparison.

54. The video game processing apparatus as described in claim 53, wherein the specific information includes information preset according to an action each of the player characters is to perform.

55. The video game processing apparatus as described in claim 53, wherein the specific information includes information preset according to a characteristic applied to each of the characters in a current display screen.

56. The video game processing apparatus as described in claim 53, wherein the specific information includes information preset according to a status of each of the characters, the status derived from video game progress.

57. The video game processing apparatus as described in claim 53, further reporting on screen to each of the players the determined action sequence of the characters.

58. The video game processing apparatus as described in claim 57, wherein the action sequence from the character in the current action to the character acting after a specific turn therefrom is displayed in a specific window on the display screen when the action sequence is reported.

59. The video game processing apparatus as described in claim 58, wherein, when the action sequence is displayed on screen, the action sequence from the character appearing in the action currently displayed to the character acting after the N-th turn therefrom can be changed in response to commands from the players to display the action sequence of actions after an n-th turn selected by a player to after a specific (n+N) turn therefrom.